



NEXUS

Think. Connect. Transform.

RULEBOOK

Rotaract
Club Of WCE Sangli



WALCHAND COLLEGE OF ENGINEERING, SANGLI

(An Government Aided-Autonomus Institute)

Walchand College of Engineering is one of the best institutes in the state of Maharashtra and one of the oldest colleges in the nation. Established in 1947, the institute holds a milestone of 77 years of success, learning and imparting wisdom. The college is spread over a beautiful campus of 90 acres in Vishrambaug, midway between the cities of Sangli and Miraj. Holding the pride of being an alma mater to thousands of successful Engineers, the institute is accredited as 'A' grade by NAAC.

Walchand College of Engineering is Government Aided Autonomous Institute, affiliated to Shivaji University. It offers 4 diploma Courses, 8 UG Programs and 10 PG Programs in the fields of Computer Science, Information Technology, Electrical Engineering and Electronics Engineering, Civil Engineering, Mechanical Engineering, AIML and Robotics And Automation. It also offers Ph.D. program under Shivaji University. With students coming from all across the nation, the institute gives us an experience of cultural and regional diversity. The departments are well equipped; there are research labs set up by various companies to provide a research outlook in the budding engineers.

With a vision of producing excellent engineers with an aptitude for research and leadership, the institute is growing and soaring new heights and opening new opportunities.

ROTARACT CLUB OF WCE SANGLI



The Rotaract Club of WCE Sangli, chartered on February 23, 1975, operates through four key avenues: Club Service Avenue, focusing on student engagement through knowledge-enhancing activities; Community Service Avenue, known for initiatives like blood donation camps and visits to orphanages and old-age homes; Professional Development Service Avenue, offering events like professional development meets to hone skills in group discussions, placement preparation, and various other areas. And International Services Avenue, where mega events like "Global Mandate" and "Country Clock" broaden students' international affairs knowledge; This dynamic club is dedicated to fostering personal growth, community service, and global awareness among its members.

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HOW TO REGISTER?

- **CLICK THE FOLLOWING LINK.**

<https://forms.gle/ojM9E68b2wMdosBG7>

- **CHOOSE YOUR DESIRED EVENT.**
- **FILL THE REQUIRED INFORMATION.**
- **CHECK THE REGISTRATION FEES FOR THAT EVENT.**
- **PAY USING QR CODE OR UPI ID.**



GENERAL RULES

- English will be the official working language.
- Time duration will be strictly followed throughout all the events.
- Judges' decision will be final.
- Violating any of the rules will result in disqualification.
- By participating, you agree to abide by these rules.
- Participants must report to the venue on time.
- Late entry will not be entertained once the event has started.
- Mobile phones must be kept on silent mode during the event.
- Respect fellow participants, judges, and organizers at all times.
- Misbehaviour or use of unfair means will not be tolerated.
- Any form of plagiarism or copying is strictly prohibited.
- Participants should carry their ID cards for verification.
- Teams/individuals must follow the instructions given by organizers.
- Props or materials (if required) should be arranged by the participants themselves.
- Organizers reserve the right to modify rules if necessary.

By taking part in the event, participants agree to abide by all the above rules.

CUBERS ARENA

The Cubers Arena is Rubik's cube speed cubing Challenge that aims to test participants' problem-solving skills, hand-eye coordination, and speed under pressure. The competition follows a three-round elimination format, escalating in difficulty and requiring consistent performance.

Event Date: 11 October 2025

Registration Fee: ₹90 per participant

Entry Type: Individual

Round 1 – Qualifying Round:

- Format: Best of 3
- Evaluation: Best (single) solve time out of the three attempts will be considered.
- Advancement Criteria: Top 30 to 40 participants based on best solve will move to Round 2.
- Time Limit per Solve: 3 minutes

Round 2 – Intermediate Round:

- Format: 5 Solves
- Evaluation: Standard Ao5 method
- Advancement Criteria: Top 7 or 10 based on average will qualify for the final round.
- Time Limit per Solve: 3 minutes

Round 3 – Final Round:

- Format: 7 Solves
- Evaluation: Standard Ao7 method.
- Winner Determination: Participant with the lowest average time in Round 3 will be declared the winner.
- Time Limit per Solve: 2 minutes

General Rules:

- Cube specification:
 - Only standard 3x3 Rubik's Cubes allowed.
 - Custom lubricants and adjustments are permitted, but cubes must not be electronically assisted.
 - Magnetic Cubes are allowed.
 - Organizers will also provide the cubes in case if want participant can use them.
- Scrambling:
 - Random scrambles will be there for each participant for round one.
 - For round two and round three each participant will receive the same set of scrambles.
 - Official scramblers will scramble cubes before each solve using standard algorithms.
 - Participants are not allowed to see the scramble in advance.
- Inspection time:
 - Each solve allows 15 seconds of inspection time before the timer starts.
 - Timer starts when the participant removes both hands from the timer.
- Timing System:
 - Official CS Timmers timers will be used.
 - Times are recorded by designated timekeepers and verified by a judge.

- Participants must operate their own timers. If a participant forgets to stop the timer after the solve, the time at which they eventually stop it will be considered official.

- Penalties:

- '+2' seconds for minor rule violations (e.g., exceeding inspection time, improper hand placement).

- DNF (Did Not Finish) for:

- Cube not solved within the time limit
 - Incorrectly aligned final face (more than 45° off)
 - Intentional disruption or external assistance

- Ties:

In case of a tie, a one-solve tiebreaker will be conducted.

- Disqualification:

Any misconduct, tampering, or violation of fair play rules will lead to immediate disqualification.

- Standard Ao5 Method:

- Number of Solves: 5 solves are performed by participant

- Discarding times: The fastest (best) and the slowest (worst) times are removed.

- Average Calculation: The average of the remaining 3 solves is taken as the final result.

- DNF Conditions in Ao5:

- 1 DNF is acceptable only if it is the worst time and is discarded.

Average is Valid

- 2 or more DNFs → average is invalid (DNF).

- Standard Ao7 Method:

- Number of Solves: 7 solves are performed by participant

- Discarding times: The fastest (best) and the slowest (worst) times are removed.

- Average Calculation: The average of the remaining 5 solves is taken as the final result.

- DNF Conditions in Ao7:

- 1 DNF is acceptable only if it is the worst time and is discarded.

Average is Valid

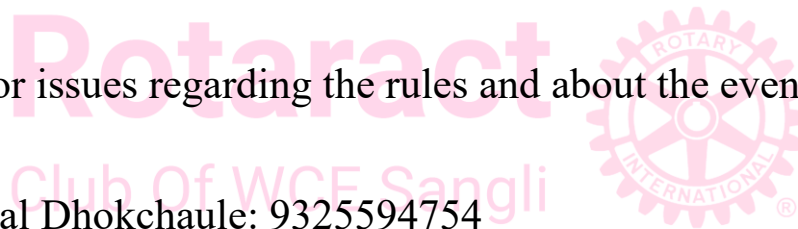
- 2 or more DNFs → average is invalid (DNF).

In any other scenario the World Cubing Association Regulations will be considered for resolving the issue and evaluation.

Contact Us:

For any queries or issues regarding the rules and about the event please contact below

- Rtr. Ompranal Dhokchaule: 9325594754



ACTION ARCHITECTS

Step into the world of strategy, creativity, and impact! Teams will take on the role of NGOs, making smart budget choices, pitching powerful ideas, and convincing sponsors to back their vision. With every round testing alignment, innovation, and confidence, only the sharpest minds will rise to the top.

Event Date: 11 October 2025

Registration Fee: ₹90 per participant

Entry Type: Individual/Group

Round 1 – Allocators: In the Shoes of an NGO:

- **Objective:**

Each team is assigned a fictional NGO with a defined motto/vision, and they must allocate a hypothetical amount among 10 activities in line with that NGO's mission. This tests alignment with organizational values, strategic decision-making, and impact forecasting.

- **General Rules:**

- Each team will be provided with a printed NGO profile sheet containing its motto, mission, focus areas, and 10 activity sections.
- Teams will have some hypothetical budget to distribute among the 10 activities listed.
- A justification column is provided alongside each activity; teams must write short, clear reasons for their allocation.
- No presentations will be required; evaluation is purely based on the submitted sheet.
- Teams must ensure their allocation reflects the NGO's motto, mission, and vision.
- The entire exercise must be completed within the given time limit (to be announced on the spot).
- Sheets must be filled neatly, completely, and legibly. Overwriting or unclear entries may affect marks.
- Once submitted, no revisions or re-submissions will be allowed.
- Teams are expected to work independently — discussion across teams is

strictly prohibited.

- Judges' decision will be final and binding in all matters related to evaluation and progression to the next round.

- **Judging Criteria:**

- Alignment with NGO's Motto & Mission – Budget should reflect the NGO's vision and focus areas.

- Clear Justification – Reasons for each allocation must be logical and meaningful.

- Smart Use of Budget – Funds should be distributed wisely and in a balanced way.

- Creative Thinking – Unique or innovative allocation ideas are valued.

- Neatness & Completion – Sheets must be well-organized, complete, and easy to read.



Round 2 – Fundify – Sponsor Pitch:

- **Objective:**

Teams will act as representatives of their assigned NGO and pitch for ₹50,000 in funding to the judges (acting as sponsors). The aim is to simulate a real-world sponsorship pitch, testing communication, persuasion, and clarity of planning.

- **How it Works:**

- Teams continue with the same NGO assigned in Round 1.

- Pitch must cover NGO's mission, the project, fund usage, beneficiaries, reasons for support, sponsor benefits, and an optional tagline/slogan.

- Presentation can be done verbally, with PPT, or both.

- **General Rules:**

- Each team must prepare their pitch within the given preparation time; no extra time will be provided.

- Teams must stick to the allotted Time; exceeding the time will impact scoring.

- The pitch should be original, clear, and aligned with the NGO's mission.
- Teams may use visual aids (PPT, posters, props), but they must manage setup within their time.
- Plagiarism or copying ideas from other teams will lead to disqualification.
- Judges may ask questions during Q&A; teams must respond confidently and concisely.
- Once a pitch is delivered, no second attempt or changes will be allowed.
- Respectful behaviour and professional etiquette must be maintained throughout.
- Judges' decision will be final and binding.

• **Judging Criteria:**

- Clear & Organized Pitch – Step-by-step and easy to follow
- Smart Budget Use – Realistic and well-planned spending
- Sponsor Value – Clear benefits for the sponsor
- Creative Idea – Catchy, unique, or impactful approach
- Speaking & Confidence – Strong delivery and Q&A handling

Top teams will qualify for the final round.

Round 3: Surprise Round

The round will be disclosed on the day of the event itself.

Contact Us:

For any queries or issues regarding the rules and about the event please contact below

- Rtr. Yashwant Kute: 7887345153
- Rtr. Meet Khanderia: 75889 99988

MIND YOUR BUSINESS

Mako – Fueling Growth, Nurturing Excellence is a one-day business competition designed to test critical thinking, market strategy, and entrepreneurial skills through three progressive rounds.

Event Date: 12 October 2025

Registration Fee: ₹90 per participant

Entry Type: Individual

General Guidelines:

- Eligibility: Open to all individual participants
- Identification: Carry a valid ID card for registration and entry
- Punctuality: Arrive at least 30 minutes before the scheduled start
- Integrity: Any use of unfair means (e.g., cheating, plagiarism) leads to disqualification
- Digital devices: Mobile phones, smartwatches, or other electronic gadgets are not allowed unless specifically permitted by organizers

Round 1: Think Tank Trial – Business Quiz

- Format: 40 questions covering diverse business domains
- Mode: Offline, pen-and-paper
- Rules:
 - No digital devices permitted
 - Immediate disqualification for malpractice
- Skills tested: Business knowledge, analytical ability, critical thinking, and time management

Round 2: Sales Showdown – Creative Product Pitch

- **Concept**

Participants will receive five everyday product options. Each team will select one product and re-imagine it as their own creation, designing a prototype in words—a fresh concept that showcases originality, added features, and unique selling points.

- **Task**

- Imagine & redesign: Define new features, innovative functions, and a distinctive look or purpose
- Price & positioning: Decide an appropriate market price and explain the value proposition
- Pitch & sell: Present a persuasive sales pitch to the judges as if launching the redesigned product

- **Guidelines**

- Work collaboratively to develop a clear and creative concept
- No physical model is required—ideas and verbal presentation are key
- Keep explanations simple yet impactful; highlight the product's uniqueness and benefits
- Use professional, polite language while maintaining an engaging style

- **Evaluation criteria**

Judges will assess each team on:

- Originality & creativity – How inventive and fresh the product concept is
- Practical value – Whether the idea feels marketable and realistic
- Pricing & features – Clarity and justification of price, features, and enhancements
- Pitch & communication – Confidence, clarity, and persuasiveness of the sales presentation

Round 3: Billionaire Barricade – One-Slide Business/Tender Pitch

- **Concept**

Qualified teams will receive basic materials—such as paper, pens, and, if required, a laptop with no internet connection—to create a single-slide poster or presentation. The objective is to design a concise, compelling proposal for a general business or tender opportunity of their choice.

- **Task**

- Develop the concept: Define the core idea, purpose, and potential impact
- Create a one-slide pitch: Use the provided resources to capture the entire proposal visually and succinctly
- Present to judges: Deliver a focused verbal pitch explaining the proposal and its benefits

- **Required elements**

Your one-slide pitch must clearly include:

- Business/tender name
- Purpose & industry overview
- Unique selling proposition (USP)
- Target market & strategy
- Financial justification

- **Guidelines**

- Keep the design clear and easy to follow; emphasize the essence of the proposal
- All work must be completed using only the provided materials—no internet access
- Strong teamwork and clear communication are essential

- **Evaluation**

Judges will assess each team on:

- Innovation & uniqueness – 20%
- Feasibility & viability – 20%
- Persuasiveness & communication – 30%
- Market strategy & growth – 30%



Contact Us:

For any queries or issues regarding the rules and about the event please contact below

- Rtr. Sushrut Kulkarni: 7588064848
- Rtr. Om Deshmukh: 9322972994



NITITALKS

The fun and engaging event NitiTalks, themed “*From Knowledge to Power, through Policy,*” will be conducted in three elimination rounds, each with its own unique characteristics. Participants will progress through interactive and intellectually stimulating activities, with every round designed to test their knowledge, creativity, and analytical skills while making the journey both enjoyable and impactful.

Event Date: 11 October 2025

Registration Fee: ₹90 per participant

Entry Type: Individual

Round 1 – Quiz Round:

- **Nature:**
General knowledge, current affairs, logical reasoning, and related domains.
- **Elimination:**
Participants with the highest scores will qualify for Round 2.
- **General Rules:**
 - No Cheating Allowed: Any form of malpractice (copying, whispering, exchanging sheets, etc.) will lead to immediate disqualification.
 - No Mobile Phones or Electronic Gadgets: Participants must keep all devices switched off and away during the quiz.
 - Time-bound Submission: Answer sheets must be submitted strictly within the 1-hour time limit; late submissions will not be accepted.
 - One Question, One Answer: Multiple answers to the same question will be considered invalid.
 - No Negative Marking Clarification: The quiz will not have negative marking.
 - Maintain Silence: Participants are expected to maintain complete silence to avoid disturbing others.
 - Obey Invigilators: Instructions given by quiz coordinators or invigilators must be followed at all times. Non-compliance can result in disqualification.

Round 2 – Treasure Hunt: ‘Save the Chair’:

- **Mode:**

Team-based activity

- **Teams:**

Participants qualifying from Round 1 will be grouped into teams (team size will be decided by organizers).

- **Theme:**

Each team will play the role of a corrupted minister accused of wrongdoing. To save their chair, teams must prove their innocence by collecting hidden clues (evidences) across the campus.

- **Elimination:**

Only the top-performing 2 teams will qualify for Round 3.

- **General Rules:**

- Team Discipline: All participants must remain with their respective teams throughout the round; splitting up beyond rules set by organizers is not allowed.
- No Tampering: Teams cannot tamper with or hide clues meant for others. Any such act will lead to immediate disqualification.
- Respect Campus Boundaries: Participants must not enter restricted areas of the campus. Clues will only be placed in designated safe zones.
- Clue Integrity: Once a clue is found, it must not be damaged or destroyed; teams should only note or collect as instructed.
- Fair Play: Stealing or snatching clues from other teams is strictly prohibited.
- Time-bound Round: The hunt must be completed within the allotted time limit. Teams failing to return within the time will face penalties or disqualification.
- Organizers’ Instructions Final: Any disputes during the round will be resolved by the organizing committee, and their decision will be final.

- No switching teams: Participants are not allowed to switch teams once the round has started.

Round 3 – Electoral:

- **Mode:**
Solo Round
- **Nature:**
This will be the most entertaining and engaging round of NitiTalks, designed to test creativity, presence of mind, and spontaneity.
- **Structure:**
The round will be conducted in two parts.
- **Part 1 – Known Round:**
 - Each participant must form their own political party.
 - Requirements for the party:
 1. A party name that conveys the motto/vision.
 2. A slogan that reflects the party's mission.
 - Every participant will then:
 1. Come forward on stage.
 2. Deliver a 5-minute speech introducing their party, its purpose, and vision.
 - During this time, other participants must carefully listen and take notes of party names and slogans presented by others, as these details will be important for Part 2.
- **Part 2 – Surprise Round:**
The round will be disclosed on the day of the event itself.
- **General Rules:**
 - Solo Participation: Each participant must perform individually.
 - Adhere to Time Limits: The 5-minute speech limit will be strictly

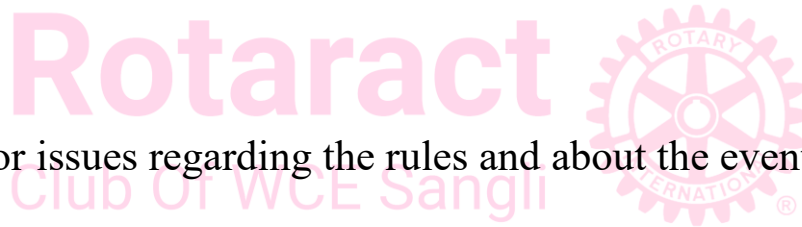
enforced. Exceeding time may attract penalties.

- Active Listening: Participants must pay attention to others speeches and note their party details for the surprise round.
- Creativity Encouraged: Names, slogans, and speeches should be original and align with the theme.
- Respectful Presentation: No offensive language, gestures, or targeting of real-world political entities will be allowed.
- Surprise Element Integrity: The second part will remain confidential until announced.
- Judges' Decision Final: Winners will be decided on combined performance in both parts.

Contact Us:

For any queries or issues regarding the rules and about the event please contact below

- Rtr. Pandurang Jadhav: 8767280071
- Rtr. Ritika Patil: 9356919909



EQUINOX

The complete event is a multi-round intellectual challenge designed to test participants' awareness, critical thinking, and communication skills. It covers a blend of factual knowledge and analytical abilities, ensuring an engaging and competitive atmosphere

Event Date: 12 October 2025

Registration Fee: ₹90 per participant

Entry Type: Individual

Why to participate in Equinox?

- To Enhance Awareness in Geopolitics
- To Promote Critical & Analytical Thinking
- To Strengthen Communication Skills
- To Foster Team Interaction
- To Develop Quick Decision Making Ability



Syllabus

- India's Relationship with Neighbouring Countries
- Global Impact Wars
- India's Border relations (last 20 years)
- Other South Asian Disputes
- Political & Economic Instability in India's Neighbouring Countries
- Global Organizations (NATO, BRICS, G21, G7, UN, EU, etc.)
- Current Affairs
- General Knowledge
- General Aptitude
- War Strategy – Planning & Execution

Round 1 – Clash of Wits:

This round is divided into two parts:

- **Part 1:**

This is a pen & paper round which includes MCQs, one liner and miscellaneous.

QUESTIONS: 50 MCQs + Other Miscellaneous questions

MARKS – 70

- **Part 2:**

This is a pen & paper round which includes open ended questions (objective + subjective)

MARKS – 30

Total Marks – 100



Round 2 – Brainstorm Arena:

This round is divided into two parts:

- The qualified students will be divided into groups on the basis of their score in their first round each group will be given a problem which will be explained by the respective representative of the club.
- The respective group will now have a GD and they have to discuss about the given problem. Participants have to show their skills like: Strategy making, leadership, communication and logical reasoning.

Round 3 – Surprise Round:

The round will be disclosed on the day of the event itself.

Judging Criteria:

- The participant will be judged on his performance in all the 3 rounds.
- In round 1 the judging will be done on the basis of merit.
- For round 2 the judging will be done on
 - Content & Knowledge (Relevance & Accuracy of facts, understanding of topic)
 - Communication Skills (Clarity, Fluency, Appropriate language and tone)
 - Team participation & Leadership
 - Listening Skills
 - Analytical Thinking
 - Confidence and Body language
 - Time Management
- Judging criteria for Round 3 (Surprise Round) will be announced on the spot.



General Rules:

- No participant is allowed to use mobile phone for any round.
- The result once declared will be final and cannot be changed.
- Any form of cheating is prohibited.
- Discussion is needed to be done in English.
- Judge's decision will be final decision.

Contact Us:

For any queries or issues regarding the rules and about the event please contact below

- Rtr. Ayush Bajaj: 7276616384
- Rtr. Swapnil Jadhav: 9420915216